

Basics

Name: Raina

Gender: Female

Race: Human

Class: Brawler 12

Alignment: CG

Traits: Truth's Agent, Threatening Defender

Defense

HP: 124 (12d10+48)

AC: 27, touch 18, flat-footed 21 (+3 Dex, +9 armor, +2 deflection, +3 dodge)

- If using combat expertise, AC becomes 31/22/21
- If using entire crane style chain, AC becomes 30/21/21
- If using BOTH, AC becomes 34/25/21

CMD: 39 (46 vs. trip, 50 vs. grapple, 40 vs. bull rush)

STR: 22

Fort: +14

DEX: 16

Ref: +14

CON: 16

Will: +8

INT: 13

WIS: 12

Initiative: +3

CHA: 8

Offense

Speed: 30 ft.

BAB: +12/+7/+2

CMB: +21 (+28 trip, +30 grapple, +22 bull rush)

- This is including the unarmed attack bonuses because using weapons (apart from your fists) is for chumps.

Melee: unarmed strike +23/+18/+13 (2d8+11)

brawler's flurry +21/+21/+16/+16/+8 (2d8+11)

- Subtract -3 to-hit for combat expertise and -1 for crane style chain.

Ranged: what is this i don't even

Brawler Abilities

Martial Maneuvers (immediate action; 6/day)

- Gain the benefit of a single combat feat as an immediate action; 2 as a move action; or 3 as a standard action. Lasts for 1 minute.

Unarmed Strike

- Improved unarmed damage. Always apply full Str damage to unarmed strikes.

Brawler's Flurry

- As Improved Two-Weapon Fighting with unarmed strikes or monk weapons only. Always apply full Str damage in a brawler's flurry.

Maneuver Training

- +3 to trip, +2 to grapple, +1 to bull rush

AC Bonus

- +3 dodge bonus to AC

Brawler Strike

- Unarmed strikes count as magic, cold iron, silver, and good for the purpose of DR.

Skills

72 ranks

Acrobatics +18 (12 ranks, 3 trained, 3 Dex)

Climb +15 (6 ranks, 3 trained, 6 str)

Intimidate +14 (12 ranks, 3 trained, -1 Cha)

Knowledge (Local) +17 (12 ranks, 3 trained, 1 Int, 1 trait)

Perception +16 (12 ranks, 3 trained, 1 Wis)

Sense Motive +16 (12 ranks, 3 trained, 1 Wis)

Swim +15 (6 ranks, 3 trained, 6 Str)

Feats

1: Combat Expertise

- Take a -3 penalty to-hit to gain a +4 dodge bonus to AC.

Human: Improved Trip

- +2 bonus to trips, and do not provoke when making them.

Brl 1: Improved Unarmed Strike

- Do not provoke and can deal lethal or nonlethal damage when making unarmed strikes.

Brl 2: Improved Grapple

- +2 bonus to grapples, and do not provoke when making them.

3: Ki Throw

- Throw target of successful trip prone in any square you threaten (rather than their own square).

5: Combat Reflexes

- Perform an additional 3 attacks of opportunity per round.

Brl 5: Vicious Stomp

- Foes who fall prone adjacent to you provoke an unarmed attack of opportunity.

7: Greater Trip

- +2 bonus to trips, and tripped opponent provokes an attack of opportunity.

Brl 8: Greater Grapple

- +2 bonus to grapples, and can maintain a grapple as a move action.

9: Medium Armor Proficiency

- Use Medium armor without penalty.

11: Rapid Grappler

- Can make a second grapple check in a round as a swift action.

Brl 11: Pinning Rend

- Pinned opponent takes bleed damage equal to unarmed strike weapon dice.

Possessions

1,300 GP

+3 *brawling mithral breastplate*

(29,200 GP)

- +2 bonus on unarmed attack and damage rolls, and grapple checks. +9 armor bonus to AC.

***Amulet of mighty fists* +3**

(34,800 GP)

- +3 enhancement bonus on attack and damage rolls with unarmed and natural attacks.

Ring of protection +2 (8,000 GP)

- +2 deflection bonus to AC.

Cloak of resistance +3 (9,000 GP)

- +3 bonus on all saving throws.

Belt of physical perfection +2 (16,000 GP)

- +2 enhancement bonus to Str, Dex, and Con.

Gauntlet of the skilled maneuver (grapple) (4,000 GP)

- +2 bonus on grapple checks.

Monk's robe (13,000 GP)

- Treat monk level as 5 higher for the purpose of AC bonus and unarmed strike damage.

Armbands of the brawler (500 GP)

- +1 competence bonus on grapple checks.